

SILVERBALL

**MANUAL FOR:
SILVERBALL
&
SILVERBALL PLUS2**

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SPECIAL THANKS TO NEIL SWARTZ, TIM SWEENEY AND THE GANGS AT MICROLEAGUE INTERACTIVE SOFTWARE AND EPIC MEGAGAMES.

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ONCE YOUR SILVERBALL GAME IS INSTALLED, THE FIRST SCREEN THAT APPEARS WILL BE YOUR **MAIN MENU** SCREEN. USE YOUR CURSOR ARROWS TO SCROLL THROUGH THE MENU SELECTIONS. PRESS [ENTER] TO CHOOSE AN OPTION.

THE FOLLOWING OPTIONS ARE LISTED IN THE MAIN MENU:

SELECT TABLE: BRINGS UP THE **GAME MENU** WHICH ALLOWS YOU TO SELECT WHICH OF THE FOUR GAMES YOU WOULD LIKE TO PLAY: "FANTASY", "BLOOD", "SNOOKER CHAMP" OR "ODYSSEY".

PLAYER SELECT: ALLOWS YOU TO SELECT THE NUMBER OF PLAYERS. SILVERBALL CAN BE PLAYED BY 1 TO 4 PEOPLE.

OPTIONS: BRINGS UP THE **OPTIONS MENU** WHICH ALLOWS YOU TO CHOOSE FAST OR SLOW PC AND TO TURN THE MENU MUSIC AND SOUND EFFECTS ON OR OFF. NOTE: THE OPTIONS MENU DOES NOT CONTROL MUSIC AND SOUND FOR THE INDIVIDUAL GAME BOARDS.

FAST/SLOW PC: CONTROLS THE VIDEO AND SOUND INTENSITY FOR SILVERBALL. CHOOSING FAST PC GIVES YOU SLIGHTLY MORE DETAILED GRAPHICS. IF YOU EXPERIENCE SOME VIDEO FLICKERING AND SOUND BREAK-UP, CHOOSING SLOW PC SHOULD ALLEVIATE THE PROBLEMS.

DEMO: LETS THE COMPUTER PLAY A DEMO GAME.

CREDITS: PRESENTS AN AUDIO/VIDEO LISTING OF THE PEOPLE WHO CREATED SILVERBALL.

EXIT TO DOS: RETURNS YOU TO DOS.

ONCE YOU HAVE SELECTED YOUR TABLE, PRESS [ENTER] TO BRING UP THE MAIN TABLE SCREEN. EACH TABLE SCREEN CONTAINS A **TABLE MENU**. THE TABLE MENU OPTIONS ARE THE SAME FOR EACH SCREEN; HOWEVER, YOUR CHOICES WILL FUNCTION ON ONE TABLE. THIS ALLOWS YOU TO CUSTOMIZE THE OPTIONS FOR EACH INDIVIDUAL TABLE.

USE YOUR CURSOR ARROWS TO SCROLL THROUGH THE TABLE MENU OPTIONS. PRESS [ENTER] TO MAKE YOUR SELECTIONS. **THE TABLE MENU OPTIONS**

INCLUDE:

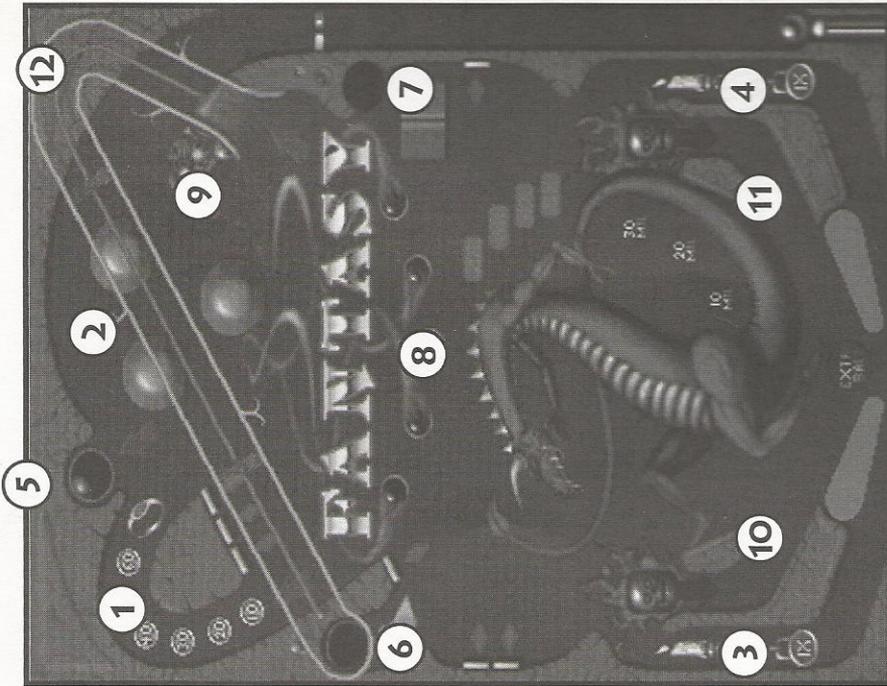
PLAY GAME: STARTS THE GAME.

OPTIONS: BRINGS UP A SUB-MENU WHICH ALLOWS YOU TO CHOOSE THE FOLLOWING:

- ▶ 3 (OR 5) BALLS PER GAME
- ▶ NORMAL (HIGH, LOW) TABLE ANGLE - THE DIFFERENCES IN TABLE ANGLE ARE ACTUALLY VERY SLIGHT, RANGING FROM APPROXIMATELY 4 TO 8 DEGREES OF SLANT, BUT THERE IS A NOTICEABLE EFFECT ON GAME PLAY. EXPERIMENT WITH THE VARIOUS TABLE ANGLES TO FIND THE ONE YOU PREFER.
- ▶ SOUND EFFECTS ON/OFF
- ▶ MUSIC ON/OFF
- ▶ EXIT (TO MAIN TABLE SCREEN)

EXIT: RETURNS YOU TO THE GAME MENU.

AT THE END OF EACH GAME, YOUR SCREEN WILL BECOME DARK AND THE FINAL SCORE(S) WILL APPEAR. PRESS [ENTER] TO RETURN TO THE TABLE MENU AND (HOPEFULLY!) REGISTER A HIGH SCORE. GOOD LUCK!



FANTASY

- | | |
|-----------------------|---------------------------|
| 1. DRAGON'S GOLD LANE | 7. SPELL BOOK HOLE |
| 2. POP BUMPERS | 8. RED ORBS |
| 3. LEFT CANDLE | 9. BONE PILE |
| 4. RIGHT CANDLE | 10. LEFT FLIPPER IN LANE |
| 5. CRYSTAL BALL HOLE | 11. RIGHT FLIPPER IN LANE |
| 6. SCROLL HOLE | 12. RAMP |

OBJECTIVE:

SEEK AND FIND THE MANY TREASURES HIDDEN DEEP IN THE DRAGON'S LAIR.

SCORING DETAILS:

DRAGON'S GOLD LANE---SHOOT THIS LANE TO SPIN THE DRAGON'S GOLD FOR 100,000 POINTS. EACH TIME YOU SHOOT THE LANE, YOU SPIN THE NEXT COIN AND THE PREVIOUS COIN IS FLIPPED TO ITS SIDE. SHOOT THE LANE AFTER ALL THE COINS ARE FLIPPED TO THEIR SIDES TO ADVANCE THE JACKPOT BY 10,000,000.

DROP TARGETS---WORTH 10,000 POINTS EACH. DROP ALL TARGETS FOR 1,000,000 AND AN END OF BALL MULTIPLIER ADVANCE (MAXIMUM MULTIPLIER ADVANCE IS 5 TIMES).

FLIPPER IN LANE---WHEN THE ARROW IN THIS LANE IS FLASHING, SHOOT THE LANE TO TURN ON THE KICKER FOR THAT SIDE OF THE TABLE. THE KICKER IS ON IF THE CANDLE IS FLICKERING IN THE FLIPPER OUT LANE.

POP BUMPERS---WORTH 7,000 POINTS EACH.

CRYSTAL BALL HOLE---ONLY GIVES AWARDS IF THE RED ARROW IS FLASHING. SHOOT THE RAMP TO LIGHT THE ARROW, THEN SHOOT THE CRYSTAL BALL HOLE FOR THE FOLLOWING AWARDS:

- **FIRST TIME**--"WARRIOR MILLIONS." A COUNTDOWN WILL START. SHOOT THE DRAGON'S GOLD TO COLLECT 1,000,000 TIMES THE NUMBER OF SECONDS LEFT IN THE COUNTDOWN.
- **SECOND TIME**--4,000,000 POINTS
- **THIRD TIME**--8,000,000 POINTS
- **FOURTH TIME**--"HIT RAMP FOR EXTRA BALL." SHOOT THE RAMP TO LIGHT "EXTRA BALL."
- **FIFTH TIME**--"KICKERS ON." TURNS ON BOTH THE LEFT AND RIGHT KICKERS IN THE FLIPPER OUT LANES.
- **SIXTH TIME**--"LITE JACKPOT." LIGHTS THE JACKPOT IN THE SCROLL HOLE.
- **SEVENTH TIME**--"JACKPOT TO MAX." SETS THE JACKPOT TO THE MAXIMUM OF 30,000,000.
- **EIGHTH TIME AND MORE**--WORTH 5,000,000 POINTS EACH.

SCROLL HOLE---SHOOT THE SCROLL HOLE FOR THE SWORD BONUS OF 1,000,000.

SPELL BOOK HOLE---AWARDS THE FOLLOWING SPELLS:

- **FIRST TIME**--"CHARM SPELL." SHOOT ANY OF THE THREE HOLES (SPELL BOOK, SCROLL OR CRYSTAL BALL) WITHIN THE TIME LIMIT FOR 2,000,000 POINTS.
- **SECOND TIME**--"HOLD SPELL." LOCKS THE BALL. A NEW BALL IS GIVEN AND THE ORIGINAL BALL IS UNLOCKED WHEN THE NEW BALL IS LOST.
- **THIRD TIME**--"FIREBALL SPELL." AWARDS THE FIREBALL BONUS, AN ADDITIONAL 100,000 POINTS FOR MOST ITEMS ON THE PLAYFIELD. THE TOTAL WILL BE AWARDED WITH THE END OF BALL BONUS.
- **FOURTH TIME**--"LIGHTNING BOLT SPELL." AWARDS THE LIGHTNING BOLT BONUS, AN ADDITIONAL 180,000 POINTS FOR MOST ITEMS ON THE PLAYFIELD. THE TOTAL WILL BE AWARDED WITH THE END OF BALL BONUS.
- **FIFTH TIME**--WORTH 5,000,000 POINTS.
- **SIXTH TIME AND MORE**--WORTH 9,000,000 POINTS.

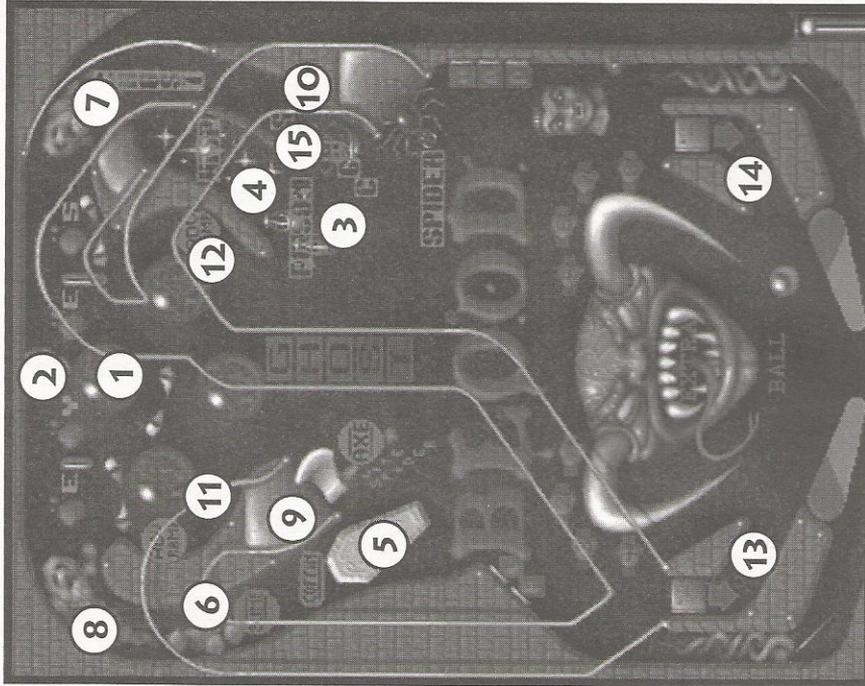
RED ORBS---ONE ORB WILL LIGHT EACH TIME ALL THREE DROP HOLES HAVE BEEN HIT. WHEN ALL FIVE ORBS ARE LIT, THE JACKPOT (BENEATH THE SCROLL HOLE) WILL LIGHT.

BONE PILE---WORTH 1,000,000 POINTS. AN ADDITIONAL 1,000,000 IS ADDED FOR EACH TIME YOU HIT THE RAMP. IF YOU HIT THE POP BUMPERS AND IT RICOCHETS INTO THE BONE PILE, THE BONE PILE AWARD IS MULTIPLIED BY 5.

END OF BALL BONUS POINTS ARE AWARDED FOR THE FOLLOWING SHOTS:

- 250,000 FOR EACH BONE PILE.
- 200,000 FOR EACH SPELL BOOK HOLE.
- 150,000 FOR EACH DRAGON GOLD LANE SHOT.
- 75,000 FOR EACH SCROLL HOLE.
- 75,000 FOR EACH CRYSTAL BALL HOLE.

THE BONUSES FOR FIREBALL AND LIGHTNING BOLT SPELLS ARE ALSO AWARDED AT THE END OF BALL.



BLOOD

- 1. EYES
- 2. BLOOD SPOTS
- 3. POISON RAMP
- 4. WISP OF LIGHT
- 5. COFFIN
- 6. SLIME
- 7. RIGHT GHOST LANE
- 8. LEFT GHOST LANE
- 9. AXE RAMP
- 10. SPIDER RAMP
- 11. LEFT ADVANCE LANE
- 12. RIGHT ADVANCE LANE
- 13. LEFT BOOK LANE
- 14. RIGHT BOOK LANE
- 15. COALS

OBJECTIVE:

YOU MUST GET PAST THE GHOSTS, POISONS, SPIDERS AND OTHER DENIZENS OF THE DARK TO GET THE JACKPOT.

SCORING DETAILS:

DROP TARGETS---WORTH 10,000 POINTS EACH. KNOCK DOWN ALL DROP TARGETS FOR 1,000,000 POINTS AND AN END OF BALL BONUS OF 100,000.
POP BUMPER\$---WORTH 1,000 POINTS EACH.

BLOOD SPOTS---THE SPOTS ABOVE THE EYES ROLLOVER LANES. EACH SPOT WILL LIGHT WHEN THE BALL FALLS THROUGH ITS CORRESPONDING LANE. WHENEVER YOU USE THE FLIPPERS, THE ORDER OF THE BLOOD SPOTS WILL CHANGE. WHEN ALL BLOOD SPOTS ARE LIT, THE LEFT OR RIGHT ADVANCE LANES WILL LIGHT.

WHEN THE BALL ROLLS OVER THE RIGHT ADVANCE LANE:

- ▶ **FIRST TIME**---POISON WILL LIGHT. SHOOT THE MIDDLE RAMP FOR 750,000 POINTS.
- ▶ **SECOND TIME**---WISP WILL LIGHT. SHOOT THE MIDDLE RAMP AND THE NEXT SET OF DROP TARGETS WILL BE WORTH 10,000,000 POINTS.
- ▶ **THIRD TIME AND MORE**---POISON AND WISP WILL CONTINUE TO LIGHT IN ALTERNATING ORDER.

WHEN THE BALL ROLLS OVER THE LEFT ADVANCE LANE:

- ▶ **FIRST TIME**---COFFIN LIGHT FLASHES. SHOOT THE LEFT LANE TO ADD 10,000,000 TO THE JACKPOT.
- ▶ **SECOND TIME**---SLIME LIGHT FLASHES. SHOOT THE LEFT LANE FOR THE SLIME BONUS OF 10,000,000.
- ▶ **THIRD TIME AND MORE**---GHOST LIGHT FLASHES. SHOOT THE LEFT LANE FOR GHOST MILLIONS OF 5,000,000. AN ADDITIONAL 5,000,000 WILL BE ADDED TO GHOST MILLIONS EACH TIME YOU WIN THEM.

GHOST LANES---WHEN THE LEFT AND RIGHT GHOST LANES HAVE NO FLASHING LIGHTS, SHOOTING EITHER OF THEM SPELLS THE WORD **GHOST** IN THE CENTER OF THE PLAYFIELD. SHOOTING BOTH LANES LIGHTS A LETTER. LIGHT A LETTER FOR AN END OF BALL BONUS OF 100,000. LIGHT THE ENTIRE WORD TO WIN A GHOST BONUS OF 1,000,000. AN ADDITIONAL 1,000,000 IS ADDED EACH TIME YOU WIN THE GHOST BONUS.

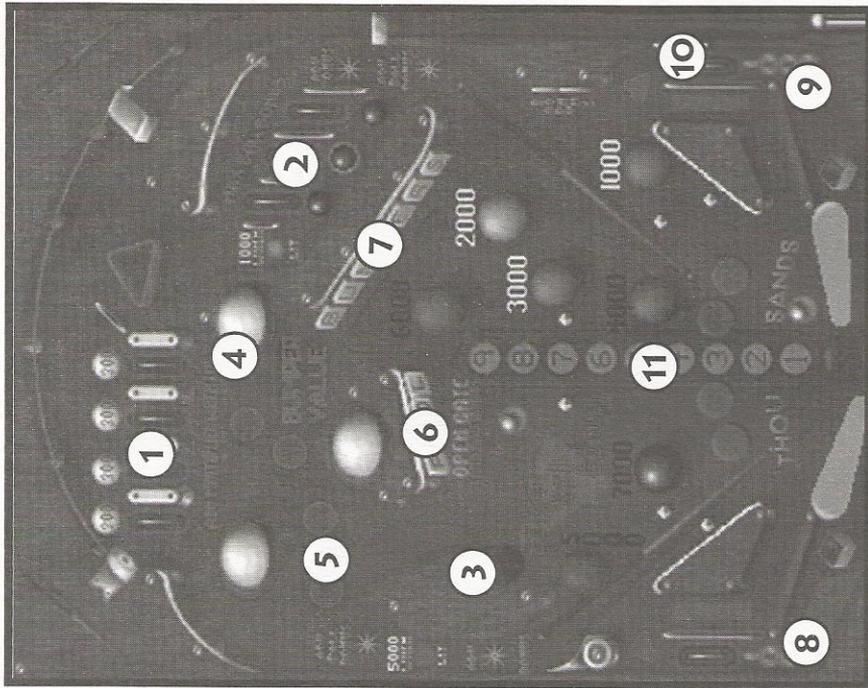
BOOK LANES---SHOOT ALL THREE RAMPS (POISON, SPIDER AND AXE) TO LIGHT THE RIGHT BOOK LANE. SHOOT THE LIT RIGHT BOOK LANE TO LIGHT THE AXE. THE NEXT TIME YOU SHOOT ALL THREE RAMPS, THE LEFT BOOK LANE WILL LIGHT. SHOOT THE LIT LEFT BOOK LANE TO LIGHT THE SLIME. THE BOOK LANES WILL CONTINUE TO LIGHT IN ALTERNATING ORDER EVERY TIME YOU SHOOT ALL THREE RAMPS.

AXE RAMP---IF THE AXE IS FLASHING, SHOOT THE AXE RAMP TO LIGHT THE SPIDER RAMP. IF THE AXE IS NOT FLASHING, SHOOT THE AXE RAMP EIGHT TIMES TO GET AN EXTRA BALL. IF YOU HAVE ALREADY WON AN EXTRA BALL, SHOOTING THE AXE RAMP IS WORTH 500,000.

SPIDER RAMP---WHEN THE SPIDER IS LIT YOUR NEXT RAMP SHOT (ANY RAMP) WILL BE WORTH 10,000,000 POINTS. IF THE SPIDER IS NOT FLASHING, SHOOT THE SPIDER RAMP TO INCREASE THE VALUE OF THE POP BUMPER\$ BY 30,000.

POISON RAMP---(SEE RIGHT ADVANCE LANE). WHEN NEITHER THE POISON NOR THE WISP IS LIT, SHOOT THE POISON RAMP FIVE TIMES TO LIGHT THE RIGHT GHOST LANE. ONCE IT IS LIT, SHOOT THE RIGHT GHOST LANE FOR 5,000,000 POINTS.

TO WIN THE JACKPOT, SHOOT THE RIGHT GHOST LANE WHEN THE COALS ARE LIT. HOW TO LIGHT THE COALS IS A SECRET HIDDEN DEEP WITHIN THE DARK WORLD. ONLY A TRUE BLOOD MASTER WILL EVER KNOW.



SNOOKER CHAMP

1. CUEBALL ROLLOVER LANES
2. EIGHTBALL ROLLOVER LANES
3. COLLECT BALL BONUS DROP HOLE
4. POP BUMPERS
5. BUMPER VALUE LIGHTS
6. POOL TARGETS
7. BUMPERS TARGETS
8. LEFT FLIPPER OUT LANE
9. RIGHT FLIPPER OUT LANE
10. GATE
11. END OF BALL BONUS STRIP

OBJECTIVE

AS IN BILLIARDS, YOUR GOAL IS TO "SINK" THE COLORED SNOOKER BALLS WHILE RACKING UP AS MANY POINTS AS POSSIBLE. SNOOKER CHAMP MAY APPEAR LESS DIFFICULT TO PLAY THAN THE OTHER SILVERBALL BOARDS. THIS IS BECAUSE SNOOKER CHAMP IS DESIGNED LIKE SOME OF THE EARLY MODEL TABLES FROM THE '60S. IT IS A LOWER SCORING TABLE THAN THE OTHERS AND LACKS RAMPS, FLASHING LIGHTS AND SOME OF THE MORE ADVANCED FEATURES. YOU MAY FIND, HOWEVER, THAT SNOOKER CHAMP CAN BE JUST AS CHALLENGING IN ITS OWN UNIQUE WAY.

SCORING DETAILS

CUEBALL ROLLOVER LANES---WORTH 300 POINTS EACH. THE LANE WILL LIGHT WHEN IT IS HIT. USING THE FLIPPERS CHANGES THE ORDER OF THE ROLLOVER LIGHTS. WHEN ALL LANES ARE LIT, THE BALL BONUS MULTIPLIER IS ADVANCED TO A MAXIMUM OF 5. ONCE THE MAXIMUM HAS BEEN REACHED, LIGHTING ALL THE ROLLOVER LANES INCREASES THE BUMPER VALUE TO A MAXIMUM OF 400 POINTS.

EIGHTBALL ROLLOVER LANES---EACH EIGHTBALL WILL LIGHT WHEN YOU SHOOT ITS CORRESPONDING LANE. USING THE FLIPPERS CHANGES THE ORDER OF THE LIT EIGHTBALLS. WHEN ALL THREE EIGHTBALLS ARE LIT, ALL BALL BONUSES WILL LIGHT. SHOOT THE COLLECT BALL BONUS DROP HOLE TO COLLECT.

POP BUMPERS---INITIALLY, THE BUMPERS ARE WORTH 100 POINTS. INCREASE THEIR VALUE BY LIGHTING THE CUEBALL ROLLOVER LANES. THEIR CURRENT VALUE IS DISPLAYED BY THE BUMPER VALUE LIGHTS.

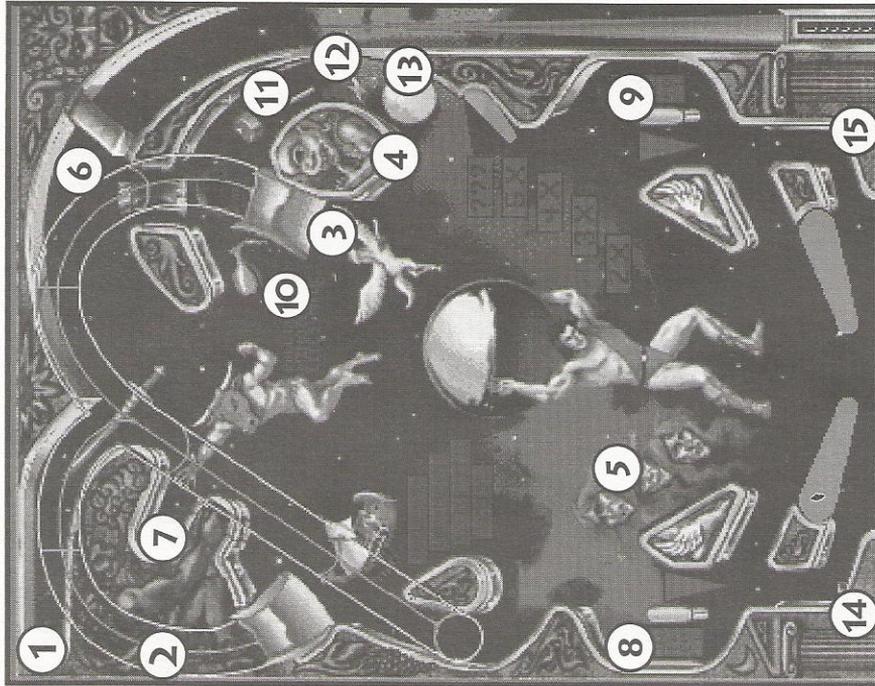
FLIPPER OUT LANES---ALWAYS WORTH 1000 POINTS.

POOL TARGETS---WORTH 1000 POINTS AND AN END OF BALL BONUS ADVANCE. KNOCK DOWN ALL OF THE TARGETS TO OPEN THE GATE.

BUMPERS TARGETS---KNOCKING DOWN ALL BUMPERS TARGETS PUTS ALL THREE BALLS INTO PLAY. WHEN IN MULTI-BALL MODE, EACH TARGET IS WORTH 1000 POINTS. NOTE: THE GATE CANNOT BE OPENED DURING MULTI-BALL PLAY.

BALL BONUS---EACH OF THE COLORED SNOOKER BALLS LIGHTS IN TURN. WHEN LIT, SHOOT THE SNOOKER BALL FOR AN END OF BALL BONUS. SHOOT THE COLLECT BALL BONUS DROP HOLE TO COLLECT THE VALUE OF THE LIT SNOOKER BALL(S) TIMES 1000.

END OF BALL BONUS STRIP---WHEN LIT, SHOOT THE ADVANCE BONUS LIGHTS LOCATED IN VARIOUS POSITIONS ON THE PLAYFIELD. THIS WILL INCREASE YOUR END OF BALL BONUS. AFTER THE BALL DRAINS, THE BONUS IS COLLECTED AND MULTIPLIED BY THE END OF BALL MULTIPLIER. DURING PLAY, THE END OF BALL BONUS STRIP WILL KEEP TRACK OF YOUR BONUS POINTS. FOR INSTANCE, IF YOU HAVE SCORED 1000 BONUS POINTS, THE NUMBER 1 ON THE STRIP WILL LIGHT. IF YOUR END OF BALL BONUS IS GREATER THEN 9000, AN EXTRA BALL IS AWARDED. THE LIGHTS THAT RUN ACROSS THE STRIP (2X, 3X, ETC.) WILL KEEP TRACK OF THE END OF BALL MULTIPLIER.



ODYSSEY

1. THE PIT/SWORD DROP HOLE
2. SKY SHIP RAMP
3. PEGASUS RAMP
4. CYCLOPS
5. THE FURIES
6. HOURGLASS/SYMBOLS
7. MINOTAUR HOLE DROP HOLE
8. LEFT LITE SYMBOL
9. RIGHT LIGHT SYMBOL
10. WINE DECANTER (DIONYSUS)
11. HAMMER (ARES)
12. LIGHTNING BOLT (ZEUS)
13. MOON (ARTEMIS)
14. LEFT KICKER
15. RIGHT KICKER

OBJECTIVE

BUILD AND LAUNCH YOUR SKY SHIP TO SAIL THE SKIES IN SEARCH OF EVIL. DESTROY THE EVILS AND RIDE PEGASUS TO MOUNT OLYMPUS TO COLLECT THE SUPER JACKPOT. ALONG THE WAY, TRY TO "LOCK" THE BALLS TO GET INTO MULTI-BALL PLAY AND COLLECT ANOTHER JACKPOT, AND SHOOT FOR THE SYMBOLS OF THE GODS TO GET THE GREEK GODS' BONUS.

THE PIT--SHOOT THE PIT DROP HOLE TO GET AWARDS FROM THE GODS. THESE AWARDS ARE ONLY AVAILABLE WHEN THE SWORD IS NOT FLASHING. THE AWARDS OCCUR RANDOMLY AND INCLUDE DUAL BALL PLAY, EXTRA BALL, MAXIMUM MULTIPLIER AND MORE SURPRISES.

SKY SHIP RAMP--SHOOT THE RAMP TO BEGIN YOUR ODYSSEY:

- FIRST TIME--YOUR SKY SHIP IS BUILT.
- SECOND TIME--YOUR SKY SHIP IS LAUNCHED.
- THIRD TIME--YOU ARE SEARCHING THE SKIES.

THE FIRST CREATURE YOU MUST FACE IS THE MINOTAUR. SHOOT THE DROP HOLE NEAR THE MINOTAUR TO CONFRONT HIM. TO SLAY HIM, YOU MUST GET YOUR SWORD WITHIN THE TIME LIMIT. SHOOT THE PIT WHEN THE SWORD IS FLASHING. THEN SHOOT THE SKY SHIP RAMP AGAIN TO GO IN SEARCH OF THE NEXT CREATURE: THE DEVIUS CYCLOPS.

PEGASUS RAMP--SHOOT THE PEGASUS RAMP TO CONFRONT CYCLOPS AND, ONCE AGAIN, SHOOT THE PIT WITHIN THE TIME LIMIT TO GET YOUR SWORD AND SLAY HIM. THEN REPEAT THESE SHOTS TO SLAY THE FURIES.

WHEN ALL THE EVILS ARE DESTROYED, SHOOT THE PEGASUS RAMP AGAIN TO RIDE PEGASUS TO THE GODS AND COLLECT THE SUPER JACKPOT.

HOURGLASS HOLE--SHOOT THE HOURGLASS HOLE TO RECEIVE AN EXTRA 10 SECONDS ON THE CLOCK FOR THE NEXT TIMED EVENT. YOU WILL ONLY RECEIVE AWARDS IF YOU SHOOT INTO THE HOURGLASS HOLE FROM THE TOP.

MULTI-BALL PLAY--LOCK TWO BALLS AND SHOOT THE PEGASUS RAMP. TO LOCK THE FIRST BALL, KNOCK DOWN ALL TARGETS (BALL LOCK 1 WILL LIGHT) AND SHOOT THE MINOTAUR HOLE. TO LOCK THE SECOND BALL, KNOCK DOWN ALL THE TARGETS AGAIN AND SHOOT THE HOURGLASS HOLE FROM THE TOP. THEN SHOOT THE PEGASUS RAMP TO RELEASE THE BALLS. WHEN ALL THREE BALLS ARE IN PLAY, SHOOT THE SKY SHIP RAMP TO COLLECT THE JACKPOT.

SYMBOLS OF THE GODS--WHEN ALL TARGETS HAVE BEEN KNOCKED DOWN, THE LITE SYMBOL MESSAGE WILL BE LIT. SHOOT IT TO FLASH ONE OF THE FOUR SYMBOLS OF THE GODS: DIONYSUS' WINE DECANTER, ARES' HAMMER, ZEUS' LIGHTNING BOLT AND ARTEMIS' MOON. SHOOT THE SYMBOLS LANE FROM THE LEFT OR RIGHT INTO THE HOURGLASS DROP HOLE TO LIGHT THE FLASHING SYMBOL. WHEN ALL SYMBOLS ARE LIT, YOU WILL RECEIVE THE GREEK GODS' BONUS OF 10,000,000 FOR THE FIRST TIME, 20,000,000 THE SECOND TIME, 30,000,000 THE THIRD TIME AND SO ON.

KICKERS--EACH KICKER IS ACTIVE IF THE PINK TRIANGLE ABOVE IT IS FLASHING. IF THE TRIANGLE IS NOT FLASHING, TURN ON THE KICKER BY SHOOTING THE FLIPPER OUT LANE.

BONUS MULTIPLIER--TO INCREASE THE BONUS MULTIPLIER, SHOOT BOTH RAMP AND THE PIT, HOURGLASS AND MINOTAUR DROP HOLES.

END OF BALL BONUS--AT THE END OF BALL, BONUS POINTS ARE AWARDED FOR THE FOLLOWING SHOTS:

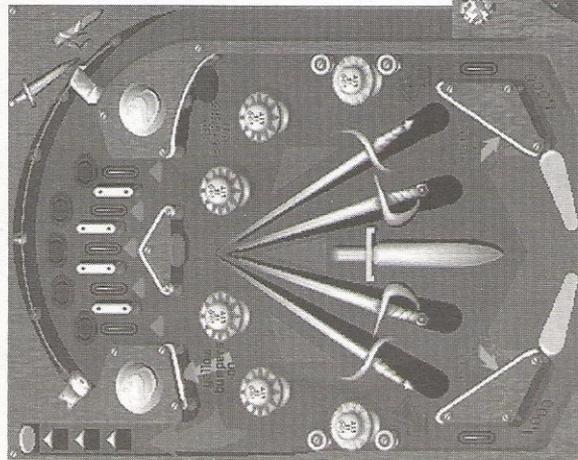
- 200,000 FOR EACH SKY SHIP RAMP
- 150,000 FOR EACH PEGASUS RAMP
- 150,000 FOR EACH HOURGLASS/SYMBOL DROP HOLE
- 100,000 FOR EACH MINOTAUR DROP HOLE
- 50,000 FOR EACH SWORD HOLE

THE BONUS POINTS ARE TOTALED, THEN MULTIPLIED BY THE BONUS MULTIPLIER.

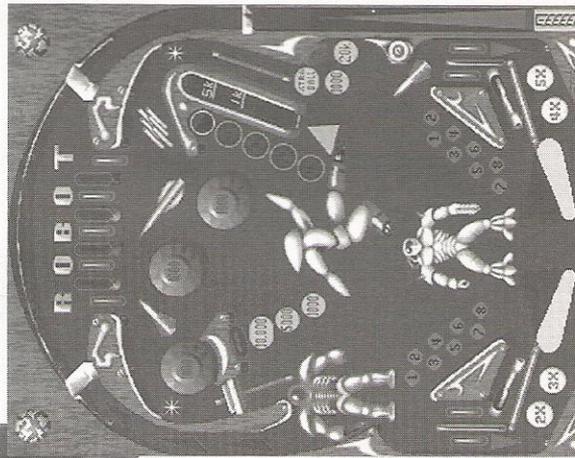
Silverball Plus 2

PLEASE NOTE THE FOLLOWING ADDITIONS TO THE SILVERBALL MANUAL.

1. IN ADDITION TO USING THE **SPACEBAR** TO NUDGE THE TABLE, SILVERBALL PLUS2 FEATURES TWO DIRECTIONAL NUDGE KEYS. PRESS **"Z"** TO NUDGE THE TABLE FROM LEFT, **"M"** TO NUDGE THE TABLE FROM THE RIGHT, OR **"SPACEBAR"** TO NUDGE THE TABLE STRAIGHT.
2. TO MAXIMIZE YOUR VIEW OF THE PLAY SCREEN, PRESS ENTER DURING PLAY TO REMOVE THE SCOREBOARD.



DUEL



WARBOT

DUEL

TOP LANES—SHOOT THE BALL THROUGH THESE LANES AFTER YOUR PLUNGER SHOT. THE LIGHT ABOVE EACH LANE WILL BEGIN BLINKING AS THE BALL PASSES. LIGHT ALL FIVE BLINKERS FOR 10,000 POINTS.

KICKOUT HOLE—LOCATED IN THE UPPER RIGHT SIDE OF THE PLAYFIELD. SHOOT THE BALL INTO THE HOLE TO LIGHT THE RED BUMPERS.

RED BUMPERS—HIT THE BUMPERS WHEN LIT FOR 100 POINTS.

YELLOW BUMPER SWITCH—THE ARROW LOCATED BETWEEN THE LEFT RED BUMPERS. SHOOT THE BALL OVER THE SWITCH TO LIGHT THE YELLOW BUMPERS.

YELLOW BUMPERS—HIT THE BUMPERS WHEN LIT FOR 100 POINTS.

YELLOW BULLSEYE TARGET—LOCATED IN THE TOP LEFT CORNER OF THE PLAYFIELD. SHOOT THE TARGET FOR 50 POINTS THE FIRST TIME, 75 POINTS THE SECOND TIME AND 100 POINTS THE THIRD TIME.

RED BULLSEYE TARGET—LOCATED IN THE UPPER CENTER OF THE PLAYFIELD BELOW THE TOP LANES. HIT THE TARGET TO GET THE VALUE OF THE LIT DUELING SWORD.
100 POINTS FOR THE HEART ACE,
200 POINTS FOR THE CLUB ACE,
300 POINTS FOR THE SPADE ACE,
400 POINTS FOR THE DIAMOND ACE.

THE LIT DUELING SWORD IS CHANGED BY HITTING THE SLINGBACK BUMPERS BENEATH THE CHANGE ARROWS.

FLIPPER OUT LANES—IF THE BALL DRAINS OUT EITHER THE LEFT OR RIGHT FLIPPER OUT LANE, IT IS WORTH 1000 POINTS.

WARBOT

ROLLOVER LANES—THE TOP FIVE LANES THAT SPELL THE WORD ROBOT. SHOOT THE BALL THROUGH EACH LANE TO LIGHT THE LETTER AND GET 500 POINTS. LIGHT ALL LETTERS TO SPELL ROBOT AND GET 5000 POINTS PLUS AN END OF BALL BONUS MULTIPLIER.

POP BUMPERS—SHOOT THESE FOR 1000 POINTS.

LEFT/RIGHT LANES—THE TWO LANES ON EITHER SIDE OF THE PLAYFIELD WITH THE STAR ROLLOVER TARGETS. SHOOT THE BALL THROUGH EITHER LANE TO LIGHT THE STAR TARGET FOR A SHORT TIME. SHOOT THE BALL UP ONE LANE AND DIRECTLY INTO THE OTHER LANE TO LIGHT BOTH STARS AND INCREASE THE DROP HOLE AWARD BY 1000 POINTS.

DROP HOLE—LOCATED TO THE RIGHT OF THE POP BUMPERS. SHOOT THE BALL INTO THE DROP HOLE FOR ITS LIT VALUE PLUS AN END OF BALL BONUS MULTIPLIER.

SPINNER—LOCATED IN THE LEFT LANE. SHOOT THE BALL UP THE LEFT LANE TO ROTATE THE SPINNER. THE FASTER THE BALL IS MOVING, THE LONGER THE SPINNER WILL SPIN. EACH ROTATION OF THE SPINNER IS WORTH 500 POINTS.

MESSENGER BALL—TRAPPED IN ITS OWN LANE IN THE UPPER RIGHT OF THE PLAYFIELD NEAR THE DROP HOLE. HIT THE MESSENGER BALL TO SEND IT UP ITS LANE. IT WILL SCORE 1000 POINTS AT THE 4K LINE, 5000 POINTS AT THE 5K LINE. IF IT HITS ITS OWN TARGET, THE 20K LIGHT AT THE RED BULLSEYE TARGET WILL LIGHT FOR A SHORT TIME.

LEFT BULLSEYE—THE BLUE TARGET LOCATED BELOW THE LEFT POP BUMPER. HIT THE TARGET FOR 1000 POINTS. INCREASE THE VALUE OF THE BLUE BULLSEYE TO 5000 BY SHOOTING ALL BULLSEYES AND THE DROP HOLE. INCREASE THE VALUE TO 10,000 BY ???

RIGHT BULLSEYE—THE RED TARGET LOCATED ON THE RIGHT SIDE OF THE PLAYFIELD. HIT THE TARGET FOR 1000 POINTS. INCREASE ITS VALUE TO 20,000 (FOR A SHORT TIME) BY HITTING THE MESSENGER BALL INTO ITS OWN TARGET.

KICKBACKS—LOCATED IN THE FLIPPER OUT LANES. TURN THE KICKBACKS ON BY SHOOTING EITHER THE LEFT OR RIGHT FLIPPER IN LANES.

EXTRA BALL—LOCATED NEXT TO THE RED BULLSEYE TARGET. EXTRA BALL WILL LIGHT WHEN THE VALUE OF THE BLUE BULLSEYE IS 10,000 AND THE DROP HOLE IS 4K.

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